▶ Maintaining health

► The toughest anim

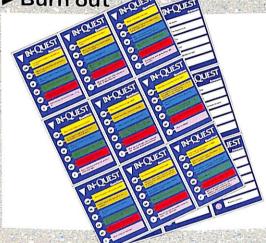
► Muscle power

# INSIDE THIS PACK

# **FACT FILES**

- ► Human Performance
- ► Power training ► Fight or flight response
- **▶** Body maintenance
- ► Artificial limbs
- Achieving peak fitness

▶ Burn out

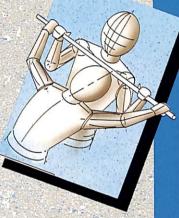


More In-Quest Q&A cards



POSTER Fight Game

SCIENTIFIC PROJECTS

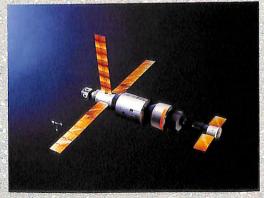


# COMING IN QUEST 28 THE HOME.



# **FACT FILES INCLUDE:**

- Mobile Homes ➤ World catastrophes ➤ Secret life in your home ➤ On board an aircraft carrier
- ▶ House of the future
- ▶ Dens and lairs





POSTER
Home on the road

MUUEL Mir Space Station

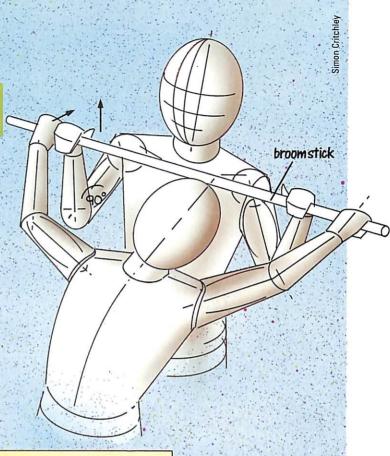


Use the principles of science to give yourself super strength.

### GAIN SUPER STRENGTH

By deflecting pressure into space you can surprise your friends with your amazing strength.

Hold a broomstick horizontally, at shoulder height, as shown. Your hands should be spread, your elbows at right angles and the stick about 25 cm from your chest. Challenge a friend to try. and push you over. He should hold the stick with his hands outside yours, take half a step backwards, then lean all his weight onto the stick without jerking. Pushing as hard as he can he will not be able to move you. As he pushes you must press upwards, keeping the stick in the same position. You can even challenge a second or a third friend to push as well. As long as you push smoothly, matching your effort with the effort against you, no-one will suspect anything.



### ADVENTURES IN THE WORLD OF SCIENCE



Take three bowls and fill the first with cold water, the second with warm water and the third with hot water (take care that it is not too hot to put your hand in, though). Now put one hand in the cold water and one hand in the hot water. After one minute quickly put both hands into the warm water. What happens? Leave them there for a further minute and see what happens then. cold water

hot water

hold the 'mirror' in front of the torch at an angle, and the light from the torch will bounce off it. If you turn the card over to the non-mirrored side, no light will be reflected. This is a simplified way of showing how the ozone layer works. torch foilcovered card light beam carr PROJECT INFORMATION 2 simple, 3 intermediate, 4 advanced, 5 complicated

THE OZONE HOLE

You will need some silver foil, a piece of card, a torch, a pen and some glue. Glue

foil on to one side of the card. In darkness,

Each QUEST project has its own difficulty rating: 1 very simple,

**WARNING!** 

Every care has been taken to ensure projects are as safe as possible. However, parents should supervise all projects. The publisher can accept no liability for injury.

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warm water



UNDERGROUND: THE PRINCIPAL ACTIVE VOLCANOES	UNDERGRO	IND: THE PRINCIPA	L ACTIVE VOLCANOES
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Name	Height (metres)	Location	Country	Last Eruption
Cameroon Mt	4,070		Cameroon	1959
Cotopaxi	5,897	Andes	Ecuador	1975
Erebus	3,795	Ross I	Antarctica	1975
Mt Etna	3,308	Sicily	Italy	1979
Guallatiri	6,060	Andes	Chile	1960
Hekla	1,447	0 1111	Iceland	1980
Irazu	3,452	Cordillera	Costa Rica	1967
Klyuchevskaya	4,850	Sredinnyy Khrebet	USSR	1974
Koryakskaya	3,456	Kamchatka	USSR	1957
Lascar	5,641	Andes	Chile	1968
Mauna Loa	4,170	Hawaii	USA	1978
Nyiragongo	3,470	Virunga	Zaïre	1977
Ojos del Salado	6,885	Andes	Argentina	1981
Pico de Teide	3,718	Tenerife	Spain	1909
Popocatépetl	5,451	Altiplano	Mexico	1920
Purace	4,590	Andes	Columbia	1977
Rindjani	3,726	Lombok	Indonesia	1966
Mt St Helens	2,949	Cascade Range	USA .	1980
Sangay	5,230	Andes	Ecuador	1976
Semeru	3,676	Java	Indonesia	1976
Slamat	3,428	Java	Indonesia	1967
Mt Spurr	3,374	Alaska Range	USA	1953
Stromboli	926	Island	Mediterranean	1975
Tacaná	4,078	Sierra Madre	Guatemala	Rumbles
Tajumulco	4,220	Andes	Guatamala	Rumbles
<u>T</u> ambora	2,850	Sumbawa	Indonesia	1913
Tupungatito	5,640	Andes	Chile	1964
Vesuvius	1,280	Bay of Naples	Italy	1944

### **Attention all Dataquesters!**

We have had an enormous response to the PC programs that have appeared in the series so far. A great many of you have written in to ask us when we are going to include another program. As there are so many different systems available on the market nowadays, please do write in and tell us which system YOU would like to see a program for in *Dataquest*. We shall then do our best to produce programs that will be suited to the majority of our readers.

Write, telling us which system you would like to see featured, to:

Dataquest Systems
Running Projects Department
Marshall Cavendish Limited
119 Wardour Street
London W1V 3TD

We look forward to hearing from you – keep inputting!

## **BATTLE MACHINE**

A gruelling heavyweight championship is one of the most punishing ordeals ever devised. During its 12 or 15 three-minute rounds, a fighter can be on the receiving end of over 200 punches, each arriving at 50 km/h. A lengthy training schedule is needed to create a man able to deal out—and take—this kind of 'punishment'. Each exercise is aimed specifically at developing one particular quality: speed, reflexes, stamina or strength.

One of the least glamorous but most important parts of training is roadwork. The boxer runs 5 to 6 km per day at least five days a week, wearing heavy boots or ankle weights. He also does lengthy weight-training and circuit-training sessions and spars with partners of varying weights and fighting styles.

Any weight-loss needed to meet a required boxing weight is achieved at the expense of body fat, not muscle. The average fat content of a young man's body is 15 per cent. This has to be brought down to 7 per cent for a typical boxer.





